METHOD FOR DIGITALLY RENDERING SKIN OR LIKE MATERIALS

ABSTRACT OF THE DISCLOSURE

A computationally efficient method for rendering skin tissue to achieve lifelike

5   results includes application of a blurring algorithm to a two-dimensional light map. The algorithm is compact and is not derived from complex mathematical models of subsurface scattering in translucent materials, and yet achieves results similar to more complex models. The method includes receiving three-dimensional surface geometry relating to a digital object and other information for defining modeled light reflected from

10   the surface, generating a two-dimensional matrix of light intensity values mapped to the surface geometry, blurring the matrix using a compact algorithm, and rendering the object using the blurred light intensity values.